



# Terminology

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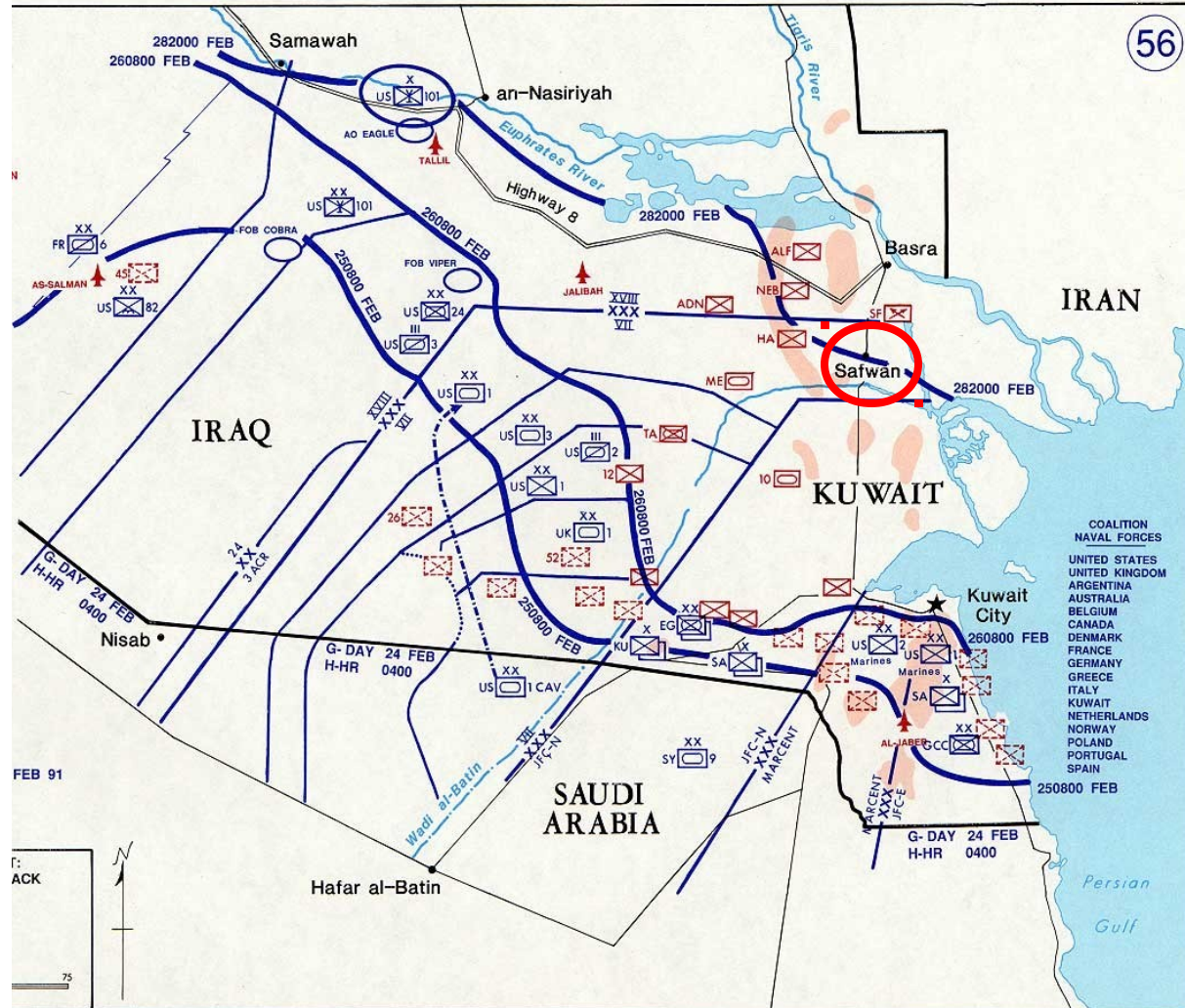
Major Thomas R.  
McCarthy



# Safwan

MSTP

“... *take* Safwan”  
“*Seize* the Safwan road junction ...”  
“*Reconnoiter* the site and do not become decisively engaged.”  
“... *interdict* the road junction at QU 622370 ...”  
“We haven’t *captured* it.”  
“...the airfield was *secure* with a 5 km zone *cleared* around it...”





# Purpose

MSTP

- Understand that each military term has a unique, discernable meaning
- Understand that military terms have a bearing upon resources and time
- Understand that the proper use of terminology promotes unity of effort and generates and maintains tempo



# Discussion Topics

MSTP

## TACTICAL TASKS

Defeat or Destroy?

## ADDITIONAL TASKS

On Order or Be Prepared?

## FORMS OF MANEUVER

Flanking Attack,  
Envelopment or  
Turning Movement?

# References

MSTP

MCRP 5-12C

MARINE CORPS SUPPLEMENT  
TO DOD DICTIONARY OF  
MILITARY AND ASSOCIATED TERMS

Joint Publication 1-02



Department of Defense  
Dictionary of  
Military and Associated  
Terms



12 April 2001  
(As Amended Through  
15 October 2001)



MCRP 5-12A

OPERATIONAL TERMS  
AND GRAPHICS

MCDP 1-0

Marine Corps Operations



U.S. Marine Corps



# References

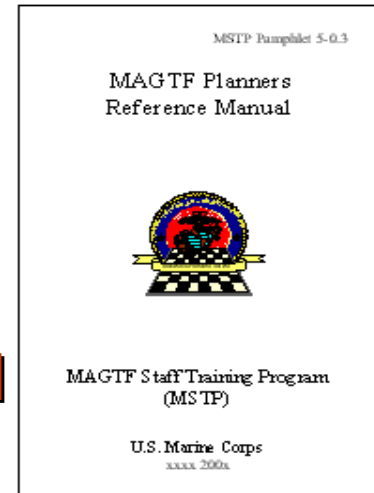


MSTP

## ADDITIONAL SOURCES

CD ROM                      Joint Electronic Library

**MAGTF Planner's Reference Manual & CDROM**



## INTERNET

Joint Electronic Library                      <http://www.dtic.mil/doctrine>

USMC Doctrine Branch                      <http://www.doctrine.quantico.usmc.mil>

MSTP Homepage                      <http://www.mstp.quantico.usmc.mil>

# Mission Clarity



MSTP

“The mission, in particular, must be **unmistakably clear** so that once units become engaged all subordinate commanders can act with a unity of effort.”

*Captain Adolf Von Schell  
“Battle Leadership”*



# Tactical Tasks

MSTP

## Enemy

Ambush  
Block  
Bypass  
Breach  
Canalize  
Contain  
**Destroy**  
**Defeat**  
Disrupt

Exploit  
Feint  
Fix  
Interdict  
Neutralize  
Penetrate  
Reconnoiter  
Rupture

## Terrain

Clear  
Control  
Occupy  
Reconnoiter  
Retain  
***Secure***  
***Seize***

## Friendly

Cover  
Disengage  
Displace  
Exfiltrate  
Follow  
Guard  
Protect  
Screen

MCDP 1-0

**TTP** -- Underline, **Bold** or *Italicize* Tasks





# Purpose

MSTP

## Why / In Order to

Allow	Influence
Cause	Open
Create	Prevent
Deceive	Protect
Deny	Restore
Enable	Support
	Surprise

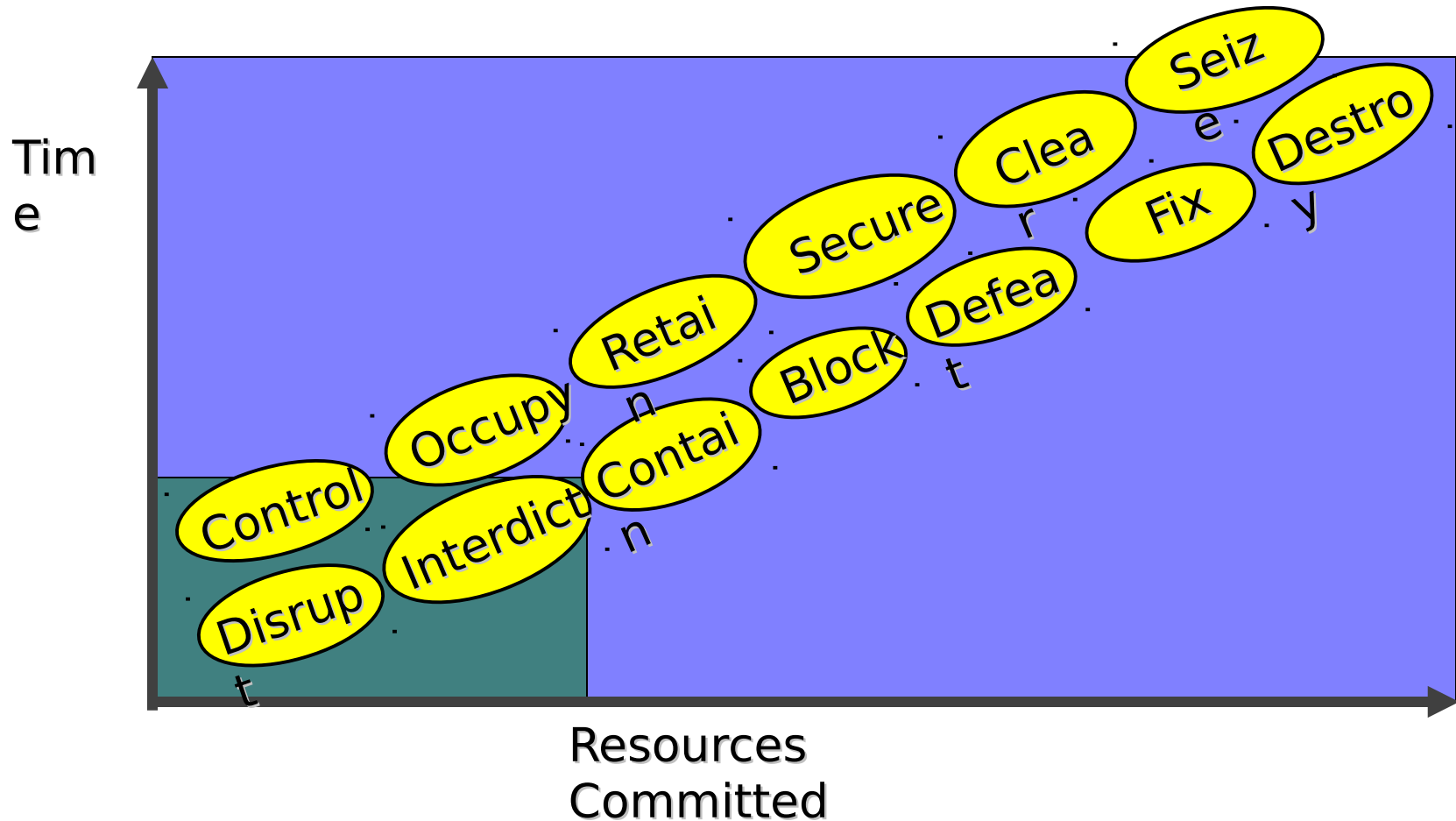
MSTP Pamphlet 5-0.3

**TTP -- use “in order to” or “IOT”**

# Task = Resources + Time



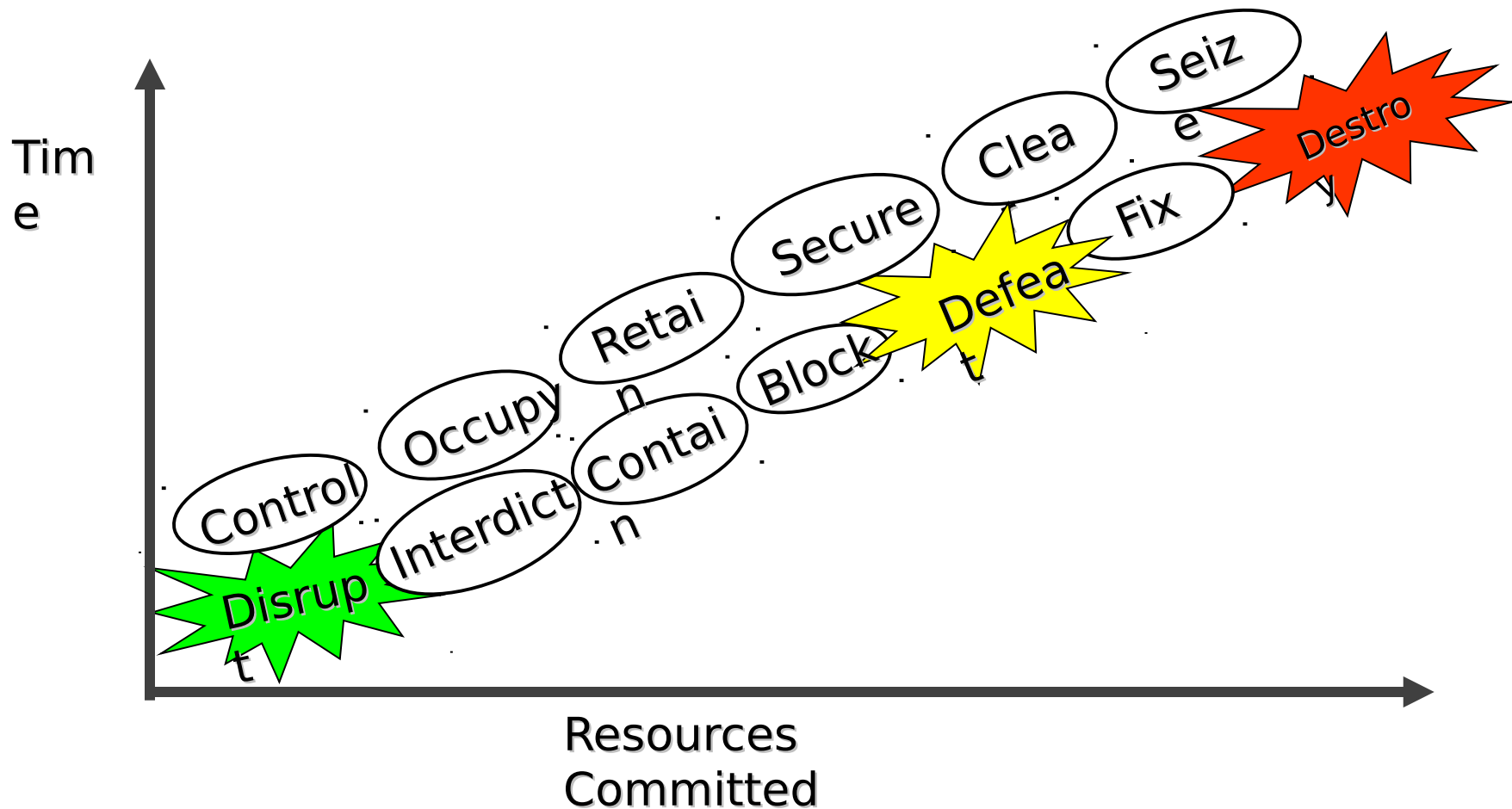
MSTP





# Task = Resources + Time

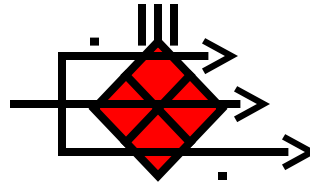
MSTP





# Terminology

MSTP



DISRUPT: To integrate fire planning and obstacle effort to break apart an enemy's formation and tempo, or cause premature commitment of enemy forces, or the piecemealing of his attack.



# Terminology

MSTP

DEFEAT: To either disrupt or nullify the enemy's plan and subdue his will to fight so he is unwilling or unable to further pursue his adopted course of action and yields to the will of his opponent.



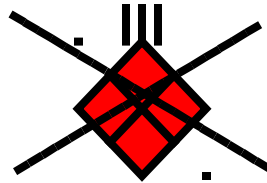
"By defeat, I mean that the enemy is unable to operate at the company level or above."

MCRP 5-12A



# Terminology

MSTP



DESTROY: To physically render an enemy force combat ineffective unless it is reconstituted.



"By destroy, I mean that the enemy is reduced to 20% combat effectiveness."

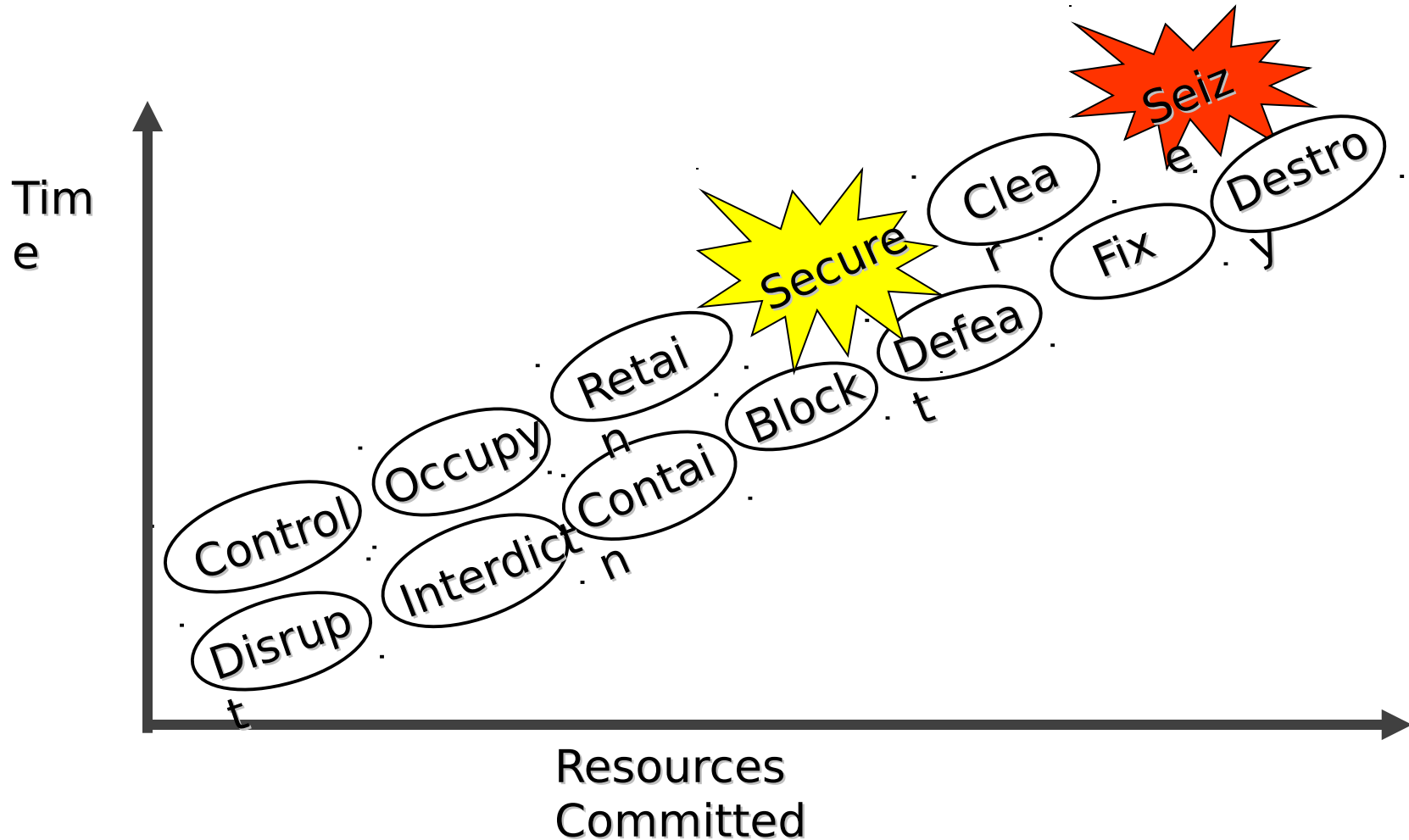
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# Task = Resources + Time



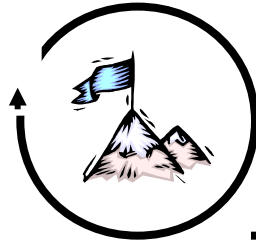
MSTP





# Terminology

MSTP

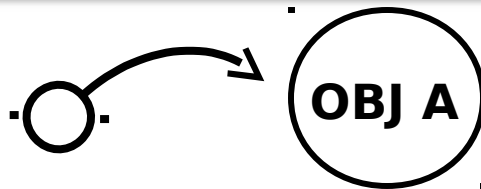


SECURE: To gain possession of a position or terrain, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.

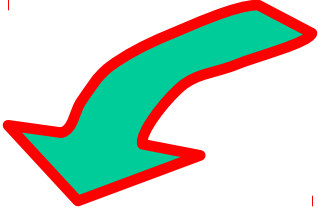


# Terminology

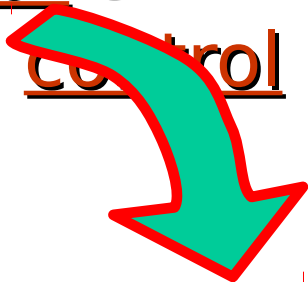
MSTP



**SEIZE**: A tactical task to clear a designated area and obtain control of it.



**CONTROL**: A tactical task to maintain physical influence by occupation or range of weapon systems over the activities or access in a defined area.



**CLEAR**: A tactical task to remove all enemy forces in an assigned zone, area or location and eliminate organized resistance by destroying, capturing, or forcing the withdrawal of enemy forces that could interfere with mission accomplishment.

MCRP 5-  
12A



## MSTP

COALITION  
NAVAL FORCES

UNITED STATES  
UNITED KINGDOM  
ARGENTINA  
AUSTRALIA  
BELGIUM  
CANADA  
DENMARK  
FRANCE  
GERMANY  
GREECE  
ITALY  
KUWAIT  
NETHERLANDS  
NORWAY  
POLAND  
PORTUGAL  
SPAIN

60800 FEB

Persian  
Gulf

FEB 91

ACK

75

Hafar al-Batin

Wadi al-Batin

SAUDI ARABIA

AL-JABER

G-DAY 24 FEB H-HR 0400

NETHERLANDS  
NORWAY  
POLAND  
PORTUGAL  
SPAIN

250800 FEB

Persian Gulf

“...the airfield was *secure* with a 5 km zone *cleared* around it...”

# Task = Resources + Time



MSTP

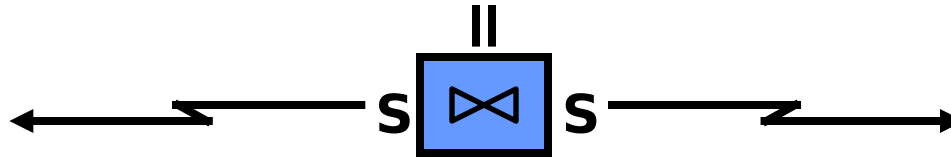






# Terminology

MSTP



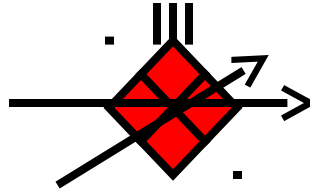
SCREEN: To observe, identify and report information and only fight in self-protection.





# Terminology

MSTP

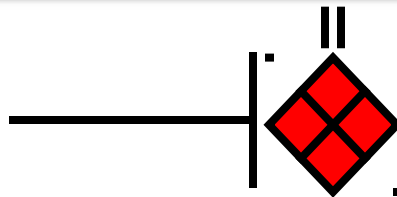


INTERDICT: An action taken to divert, disrupt, delay or destroy the enemy's surface military potential before it can be used effectively against friendly forces.

# Terminology



MSTP



**BLOCK**: To deny the enemy access to a given area or to prevent enemy advance in a given direction or on an avenue of approach. It may be for a specified time. Units assigned this task may have to retain terrain.



# Additional Tasks

MSTP

ON-ORDER MISSION: a mission to be executed at an unspecified time in the future

- Committed force
  - Task-organized
  - Resourced
  - Positioned for execution

BE-PREPARED MISSION: a mission assigned to a unit that might be executed

- Planned after other missions



# Planning Guidance?

MSTP

“...The following is my guidance:

- I want to maximize agility and speed
- We must rapidly exploit fleeting opportunities
- Our trademark will be ruthlessness in



# Planning Guidance

MSTP

“I want to flank the enemy....”

“I want to get behind the enemy....”



# Planning Guidance

MSTP

“I want to flank the enemy....”



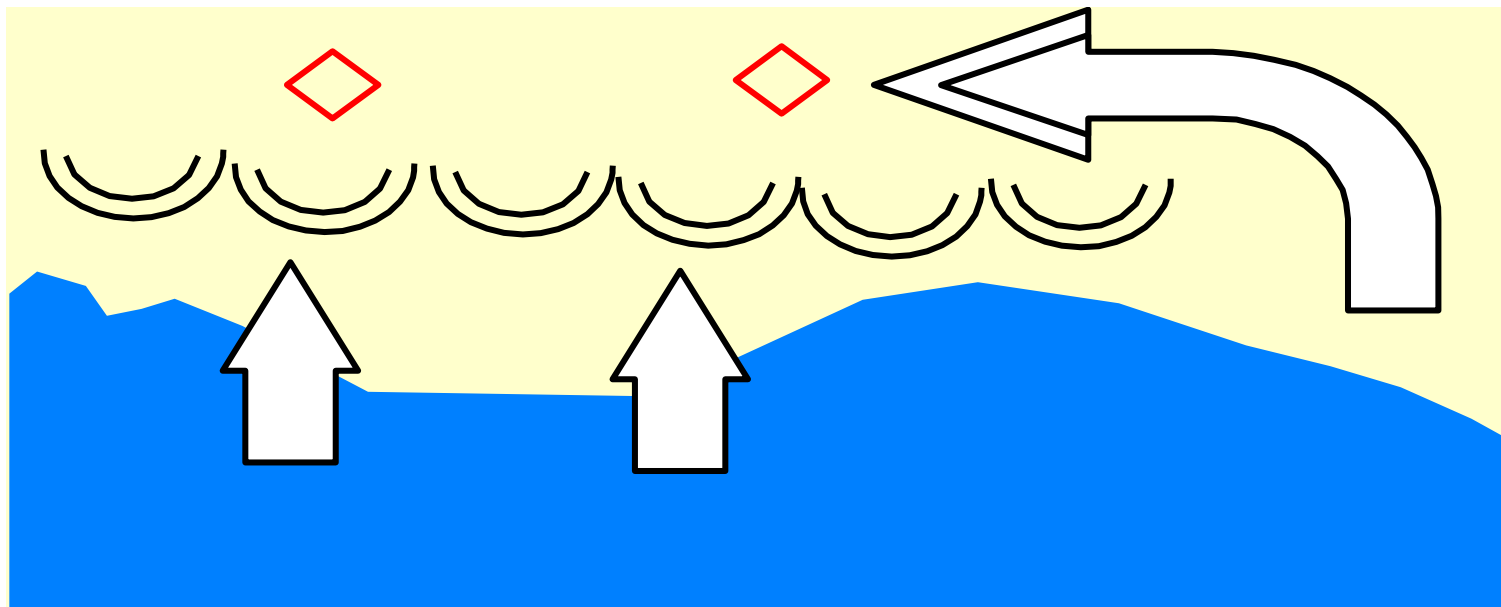


# Flanking Attack

MSTP

A maneuver **directed at the flank of an enemy**.  
... **designed to defeat the enemy force** while minimizing the effect of the enemy's frontally oriented combat power.

MCDP 1-0



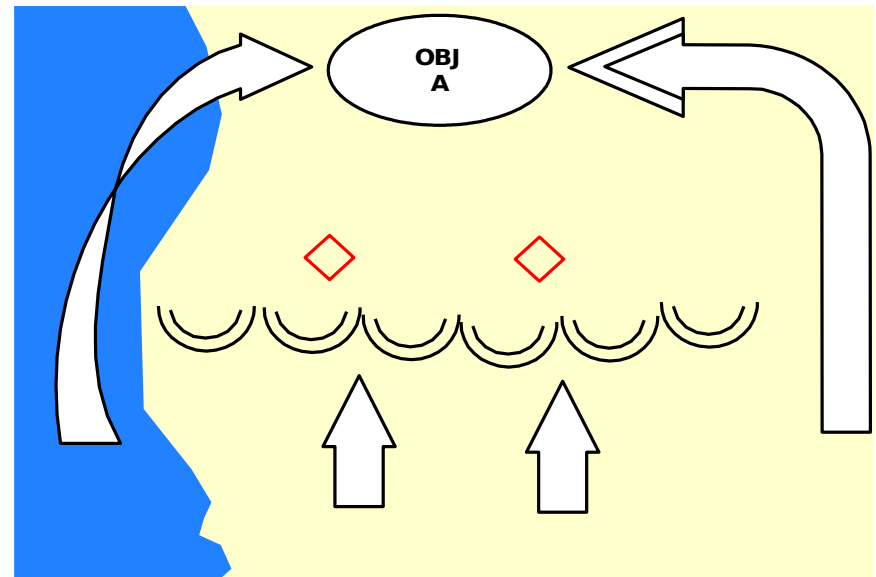
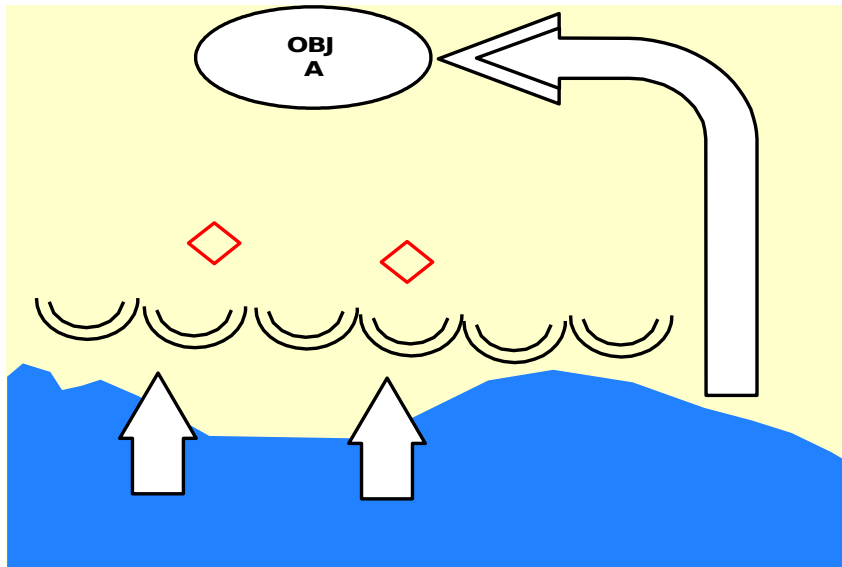


# Envelopment

MSTP

The attacker **bypasses the enemy's principal defensive positions** to secure objectives to the enemy's rear.

MCDP 1-0





# Planning Guidance

MSTP

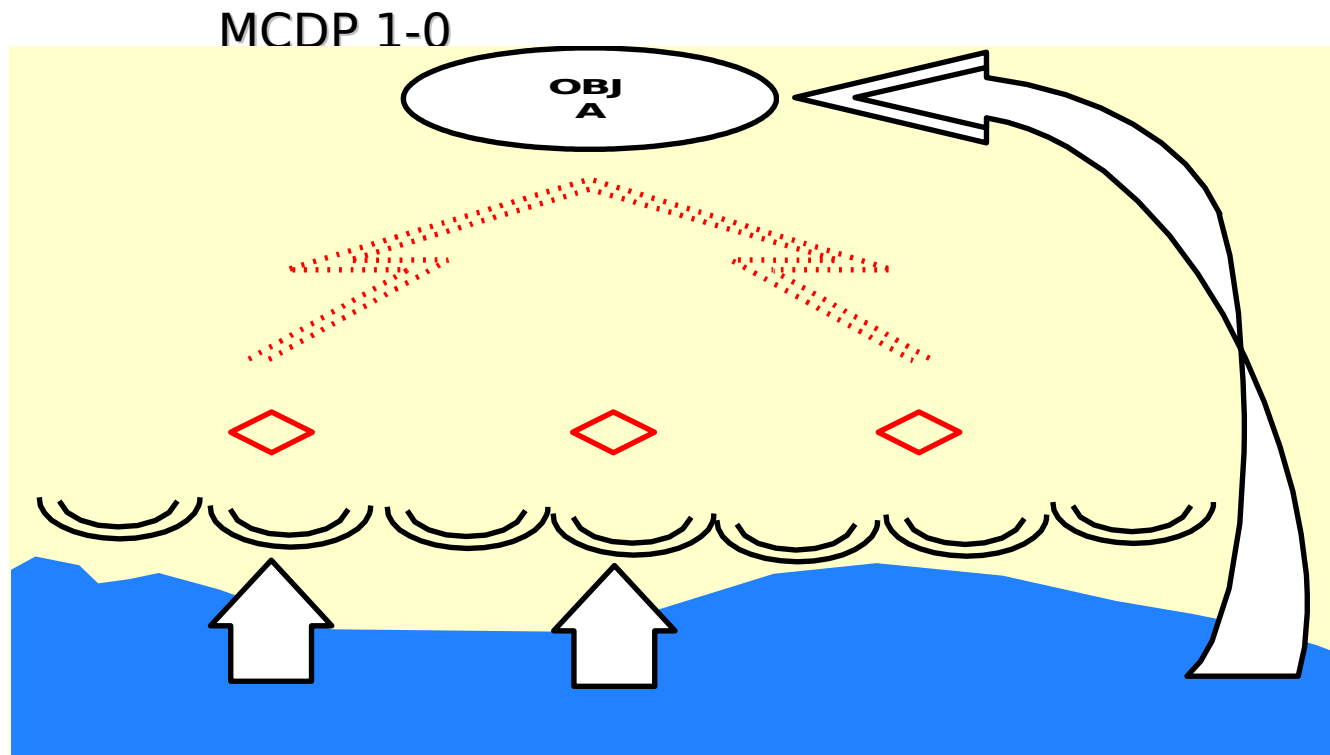
“I want to get behind the enemy....”



# Turning Movement

MSTP

The attacker **passes around or over the enemy's principal defensive positions** to secure objectives **deep in the enemy's rear.**



# Caution!



MSTP

Not all Marine Corps terminology  
is universally accepted in the  
Joint world



# Terminology

MSTP

CRITICAL VULNERABILITY: An aspect of a center of gravity that if exploited will do the most significant damage to an adversary's ability to resist. Critical vulnerabilities provide an aiming point for the application of friendly strengths against threat weaknesses.

MCDP 1 / MCDP 1-0 / MCRP 5-12C

DECISIVE POINT: A geographic place, specific key event, or enabling system that allows commanders to gain a marked advantage over an enemy and greatly influence the outcome of an attack. Decisive points are not centers of gravity; they are keys to attacking or protecting them.

MCRP 5-12A / FM 3-0 / JP 1-02





# Keys To Success

MSTP

Say what you mean...  
and mean what you say.

“...but perhaps even more  
importantly – **know what  
you’re saying**”

# Keys To Success



MSTP



# Summary



MSTP

**“Everything in war is simple, but the simplest thing is difficult....” Clausewitz**

## Military Terms:

- Each have unique, discernable meanings
- Have Time and Resource implications
- Corresponding Level of Effort and Risk implications

## Proper Use of Terminology:

- Promotes unity of effort across the MAGTF
- Gains and maintains tempo

**Use the proper references!**